

GAME BOY ADVANCE

 DREAMWORKS

AGB-BH5E-USA

OVER THE HEDGE™



INSTRUCTION BOOKLET

ACTIVISION®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Rev-D (L)



Descriptors

Mild Cartoon Violence

LICENSED BY



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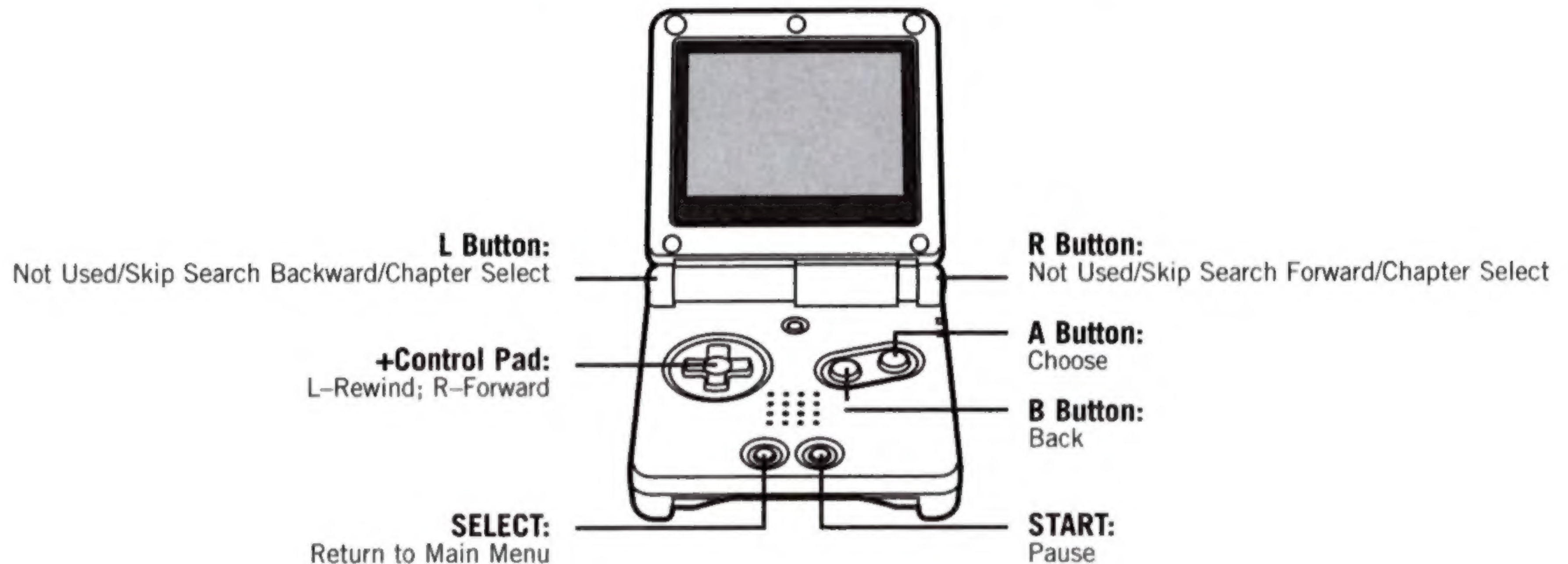
Getting Started

- Make sure the power switch is OFF.
- Insert the *Over the Hedge*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press **START**.

NOTE: The Over the Hedge™ Game Pak is for the Game Boy® Advance system only.



Game Boy® Advance Controls



Menu Controls

+Control Pad: Highlight Menu Selection

A Button: Confirm Selection

B Button: Return to Previous Menu

Welcome to Over the Hedge™

Upon waking from a long winter, a family of woodland creatures finds something strange happened while they were asleep: A giant hedge has sprouted up and there's now a town of humans—suburbia!—where their forest used to be.

Meanwhile, RJ, a rowdy raccoon, is in big trouble with a bullish bear named Vincent. RJ accidentally destroyed all of Vincent's food, and he has one week to get it back before he becomes the bear's breakfast!

When RJ meets the other forest critters, he convinces their leader, a protective turtle named Verne, to go “over the hedge” and steal food from the humans. Little do they realize how many dangers await them on the other side, including vicious dogs, ninja cats, Dwayne the exterminator, and the evil Gladys. They're in for a treat, but it's no free lunch!



Menu Options

Starting the Game

After turning on the Game Boy® Advance, move RJ by pressing a direction on the +Control Pad. Walk all the way to the right to enter the Save Slot Select area.

Save Slot Select

To start a new game, walk into a log with an empty save slot. The *Over the Hedge*™ Game Pak can store up to three separate game saves.

To load an existing Game simply walk into the corresponding Log. If you wish to Erase an existing game, enter the Erase Slot Log. This gives you the option to select and Erase a particular slot.



Saving a Game

Saving occurs automatically at the end of each mission. The saved game includes your candies collected and current progress. To load a previously saved game, walk into one of the logs in the Save Slot Select area.

(See page 7.)

View Credits

Enter the Credits log to see all the people who made the game!

Pause Menu

Resume – Press the **A** Button when Resume is selected to go back to your game.

Sound – Adjust the sound and music volume of your game.

Sleep – Pause gameplay and go into Sleep mode. Entering Sleep mode allows you to conserve battery power without losing your current progress. To enter Sleep mode, highlight the Sleep option and press the **A** Button. To wake your Game Boy® Advance, press **Select** and the **L** + **R** Buttons simultaneously.

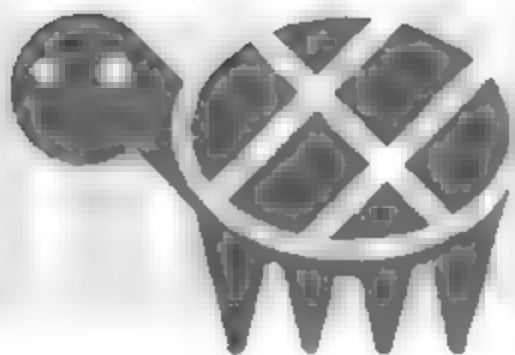
Quit Mission – Quit your current mission and return to the Forest Hub.



On-Screen Display



Character Portrait – You may only run for short distances before you become tired. Once tired, the portrait will show a fatigued expression. When the portrait switches back to the happy, energetic expression, you may run again.



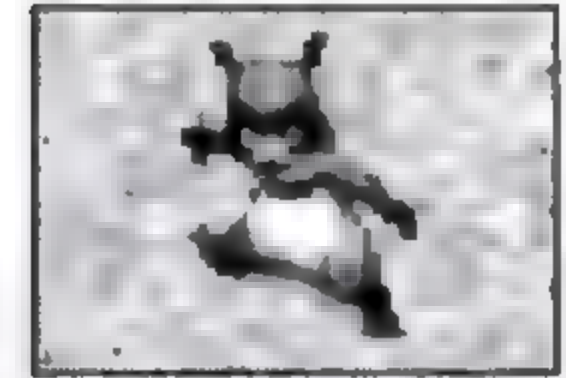
Basic Controls

Forest Controls

Walk – Use the +Control Pad (↑, ↓, ←, →).

Run – Use the +Control Pad and press and hold the **A** Button.

Push/Pull – Use the +Control Pad and press and hold the **B** Button.



Sidewalks

Walk – Use the +Control Pad (↑, ↓, ←, →).

Run – Use the +Control Pad and press and hold the **A** Button.

Hide – Press and hold the **B** Button.



Backyards

Walk – Use the +Control Pad (↑, ↓, ←, →).

Run – Use the +Control Pad and press and hold the **A** Button.

Primary Attack – Press the **B** Button.

Secondary Attack (once purchased from the Shop) – Press the **L** or **R** Button.



Houses

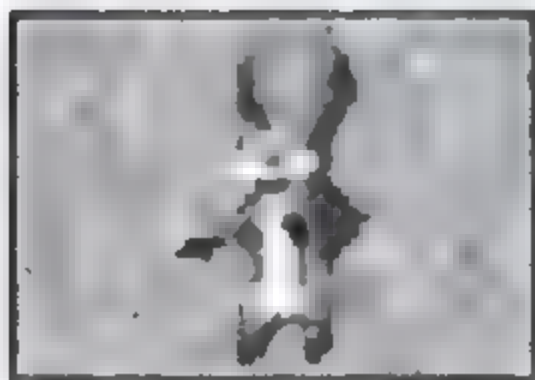
Sneak – Use the +Control Pad (↑, ↓, ←, →).

Walk – Use the +Control Pad and press and hold the **A** Button.

Interact – Press the **B** Button.

Note: If you are running or walking fast for too long, your character will become tired and will have to slow down to catch a breath.

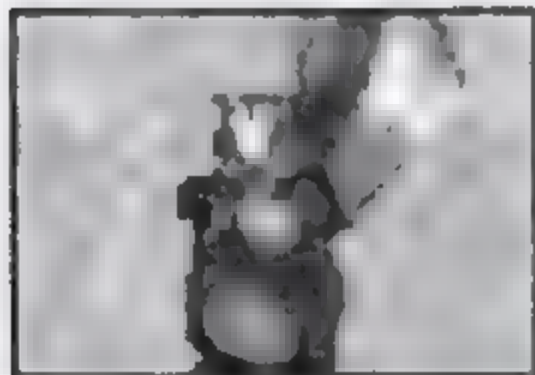
Bonus Characters



Hammy

Move – Use the +Control Pad (↑, ↓, ←, →).

Scare – Press the **B** Button.

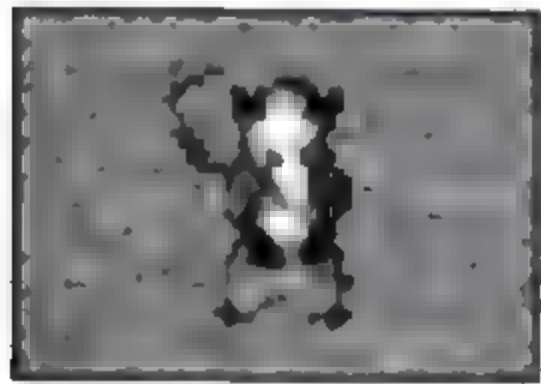


Stella

Move – Use the +Control Pad (↑, ↓, ←, →).

Spray – Press the **B** Button.





Ozzie

Move – Use the +Control Pad (↑, ↓, ←, →).

Hide – Press and hold the **B** Button.

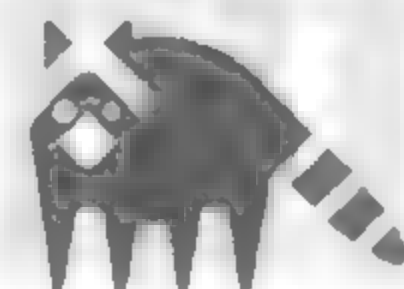
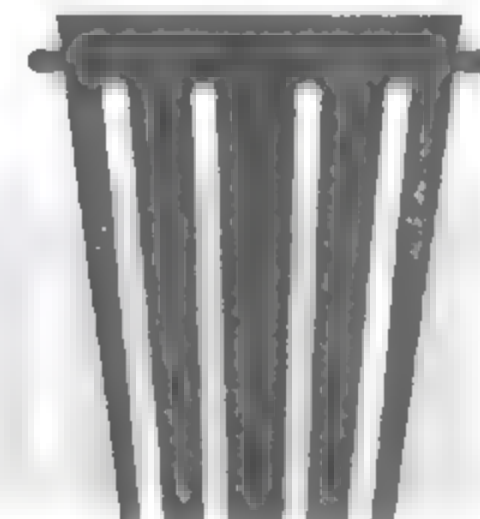
Special Controls & Abilities

Escaping from Nugent

Move Up/Down – Use the +Control Pad (↑, ↓, ←, →).

Hammy Time

When Hammy collects soda pick-ups, he goes into “Hammy Time.” The screen will fade out to black and white and time will come to a standstill, allowing Hammy to run past frozen enemies and traps.



Locations

Forest Hub

You'll begin each game in the Forest Hub. Here you'll be able select a chapter, enter the Shop, create custom levels and talk with other animals in your woodland creature family. You can also view the credits or go back to the Save Slot Select area from here.



Note: The custom level creator log will unlock after completing the game on any difficulty setting.



Shop

The shop will have many items and abilities you can purchase using the candy you collect in the game. To buy an item, walk up to one with a price you can afford and press the **B** Button. If you buy an ability, it will take effect in the next level you play. If you buy an object, it will immediately show up in the Forest Hub.



Collectibles

Candy – This is the currency of the game. Use it to buy special items in the Forest Hub store.

Green Candy – 1 point

Blue Candy – 5 points

Purple Candy – 10 points



Health – Picking up fruits and vegetables replenishes your health.

Junk Food – During some chapters, you'll need to collect all of the junk food before completing the mission.

Soda – Picking up soda causes "Hammy Time."

Credits

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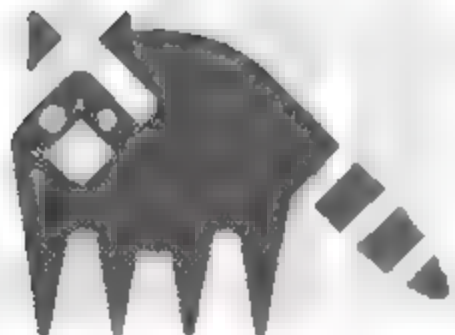
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